

**MODIFYING ONLY SELECTED ICONS ON AN INTERACTIVE  
DISPLAY SCREEN CROWDED WITH ICONS BY RENDERING  
THE NON-SELECTED ICONS UNMODIFIABLE**

**Abstract**

5        Items such as icons are modified in high icon  
density environments on the display screen. An  
implementation combines rendering a set of said items  
unmodifiable, and then enabling the modifying of a  
selected item in said set of unmodifiable items. In  
10 effect, all of the icons in the high icon density region  
or sector of the display screen are "frozen" so as to be  
unmodifiable, and then only a selected or "target" icon  
is made modifiable or "hot" while the other icons in the  
sector remain unmodifiable. The rendering of the target  
15 icon to be modifiable may involve a simple point and  
click cursor movement which still is not an easy task in  
a crowded icon environment. However, once this is  
accomplished, then the rest of the icon modification is  
simplified in that the adjacent icons remain frozen in  
20 the unmodifiable state. According to an aspect of the  
invention, the rendering of the set of a cluster of icons  
unmodifiable includes circumscribing said cluster of  
icons, preferably using the cursor.

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